worth of data, thus allowing the client time to reorder mixed up packets, request re-transmission of lost packets or ignore duplicate packets. In addition, as already mentioned, because UDP has no control of multiple related packets, it is difficult to proxy UDP streams and firewalls tend to block them. Thus, providers of traditional audio broadcasting systems also sell system-specific plug-ins to the firewalls and proxy servers to solve the transmission restrictions common to computer systems of the highly sought Fortune 1000 customers.--

Paragraph 3, on page 3, beginning with line 17:

--This system has at least three major drawbacks. First, it requires the installation of machine specific software to overcome restrictions imposed by firewalls and proxy servers, and the use of UDP. This is something that many companies would prefer not to do. Most customers of Internet conferencing services would prefer to keep their company firewalls and proxy servers intact, and avoid unnecessary modifications.--

Last paragraph beginning on page 3, line 22, and ending on page 4, line 4:

--Second, because this system relies on locally installed software, it requires that the audio broadcasting software be able to fall back to the slower Hyper Text Transfer Protocol (HTTP)/TCP/IP to allow complete access to the conference over the Internet. This network protocol adds significant overhead to transmission times. With the traditional streaming audio signal, any network congestion will create cumulative delays which are significant. This limits the ability of the Internet conference to be interactive, which is a fundamental requirement of Internet conferencing.--

Paragraph 2, on page 11,beginning with line 7:

--In an alternative embodiment, the presenting computer 104 and server 112 may be one and the same. For example, a speaker could call into server 112 on a regular phone line and provide the audio input directly to server 112. In this example, the server 112 would process this audio input to generate voice buffers in the same manner that the presenting computer 104 does in a preferred embodiment described herein.--

A5

Paragraph 2, on page 14, beginning with line 9:

--Step 220 determines if the frame buffer is full. If so, control passes to step 232, where the frame buffer is compressed using Global System for Mobile telecommunication (GSM). It should be noted that GSM requires its input at a fixed number of frames at a fixed rate, thus putting limitations on the frame size and the frame buffer delivered for compression. In addition, although a preferred embodiment uses the GSM 06.10 standard for compression (a common compression scheme on the Internet), alternative embodiments may use other compression schemes, or no compression scheme. In addition, in an alternative embodiment, such as the third alternative embodiment described in the discussion of FIG. 1, the presenting computers 104 may use no compression scheme whatsoever, relying instead on the server 112 to perform any necessary compression after the merging of the frame buffers.--

A6

Last paragraph beginning on page 18, line 19, and ending on page 19, line 5:

--Computer system 401 can include a communications interface 424. Communications interface 424 allows software and data to be transferred between computer system 401 and external devices. Examples of communication interface 424 can include a modem, a network card (such as an Ethernet card), a communications port, a Personal Computer Memory Card International Association (PCMCIA) slot and card, etc. Software and data transferred via

A7